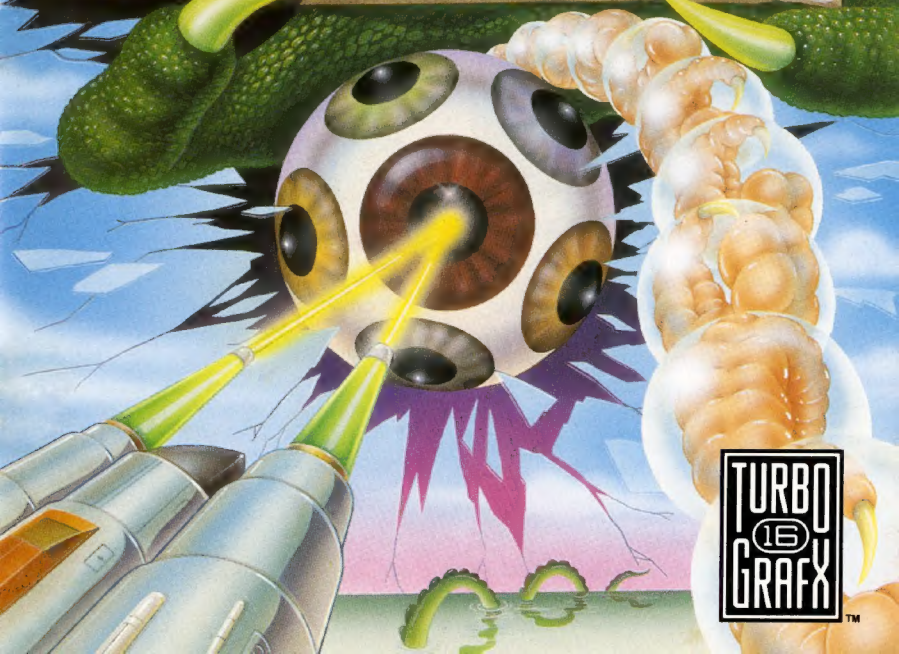


PSYCHOSIS™



TURBO
16
GRAFX

™

Thank You

...for Buying this Advanced TurboChip Game Card, "Psychosis."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

© 1990 NAXAT Soft
TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

- 1 Be sure power is turned off when changing game cards.
- 2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 3 Do not forcibly bend your TurboChip game cards.
- 4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
- 5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication, copying or rental of this software is strictly prohibited.

Beware the Enemy Within!

They say that good and evil live within every mind. And now you know it's true.

Your mind wanders into the evil part of its own existence. Soon you will be trapped! The Devil Ugar, himself, will be your keeper. You will not be able to think. You will not be able to cry out. You will lose all of your freedom. Your only option will be to fight! You must battle your way through the Devil's world. Ugar will stop at nothing to rule your soul. But, then again, perhaps *you* will stop at nothing to free it!

Object of the Game

Enter and escape the evil world of your own mind by advancing through all 5 causes (stages) of the game. Your vehicle is the awesome fighting machine your mind has created! But you must still use every weapon, strategy, tactic and special item at your disposal. The Devil Ugar and his followers will meet you at every turn! Start the game with 3 vehicles. Score as

many points as you can. Earn extra vehicles every 50,000 points! The game is over when all of your vehicles are gone.

Note: Psychosis is a one-player game.

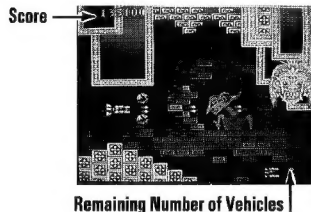
Inserting the TurboChip Game Card

- 1 Remove the TurboChip game card from its plastic case.
- 2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
- 3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
- 4 The title screen of your particular TurboChip game card should appear on your television.

Starting the Game

From the Title Screen, Press the **RUN** Button. The Game Will Begin.

Screen Displays



Remember—you earn one extra vehicle for every 50,000 points that you score!

Pausing the Game

During play, the game may be paused by pressing the **RUN** Button.

Resetting the Game

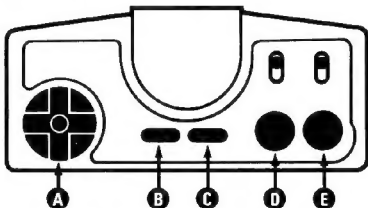
During play, the game can be reset to the title screen by holding down the **RUN** Button and pressing the **SELECT** Button at the same time.

How to "Continue"

When the game is over, the "continue" screen will appear. You may then resume play by pressing the **RUN** Button. This returns you to the beginning of the last round where you were playing. You may "continue" up to 3 times.

Controlling the Movements of Your Fighting Machine

The movements of your mind's awesome fighting machine are controlled using your TurboPad controller. Mastering its operation is critical to your success in escaping to reality. Basic TurboPad components and operation are shown below.



- A Direction Key** (8-way controller)
Moves your machine left, right, up, down and diagonally.
- B SELECT Button**
Not used in this game.
- C RUN Button**
Starts and pauses the game.
- D Button II**
Fires your weapons.
- E Button I**
Rotates your satellite around your ship.

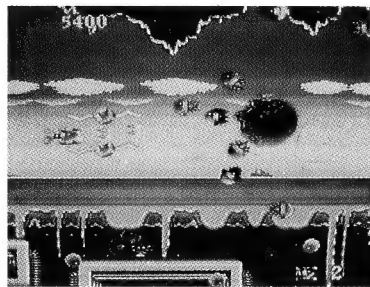
Causes (Stages) of the Game and Satellites

- 1ST CAUSE** The Entrance to the Underworlds
- 2ND CAUSE** The Gardens of the Dead

- 3RD CAUSE** The Maze of Confusion
- 4TH CAUSE** The Outer Tomb of Ugar
- 5TH CAUSE** The Resting Place

Obtaining and Controlling a "Satellite"

You can obtain a "Satellite" by collecting (W), (T) or (B) balls along the way. This satellite can be used to defend yourself against enemy bullets. It can also be used as a weapon, since you can hit your enemies with it. During play, you can move the satellite clockwise around your ship by pressing Button I.



When your vehicle moves, the satellite will move at the same time.

After you get your satellite, if you obtain a (W), (T) or (B) ball again, you can start using special items to increase your power.

Special Items and Playing Tips

Watch for these special items along the way. They will increase your fighting abilities and the power of your satellite.

S SPEED
Increases the speed of your machine. Unlimited power increases.

W WIDE BEAM
A wide-ranging destructive laser beam. Can increase your power up to three times.

T THUNDER
Concentrates your attack in one area. Can increase your power up to three times.

B BACK LASER
Lets you attack enemies that are behind you, next to you, or in front of you.

O BARRIER
This multi-colored ball creates a shield around your vehicle. If your vehicle gets hit, the shield's defensive power is decreased.

Playing Tips

Collect the same power up's over and over again to increase your weapon's power.

Your most important weapon is your satellite. Learn how to skillfully maneuver it around your vehicle.

Sometimes, it is better to avoid instead of attack!

If you are having a problem in the Second World, learn how to pause the game rapidly to slow the action down.

Mastering the movements of your enemies is very important. They rarely change their patterns!

Printed in U.S.A.

TGM054089038M

This instruction manual is a digitalized version of the one included with the game's original release. It may contain content that is considered inappropriate by today's standards, but we have kept editing to a minimum in order to preserve the atmosphere of the original.

It may also contain features and controls that cannot be used with this product, or contact information that is no longer valid.

この取扱説明書は当時の取扱説明書をデジタル化したものです。

現在では不適切と思われる表現が含まれることがあります。当時の表現を尊重し最低限の編集にとどめています。また、本品では使用できない操作や機能、利用できない問い合わせ先が含まれることがありますのでご注意ください。